



2011 Ace Race Official Rules

Each season, disc golfers from around the world gather at their local courses for one purpose: to throw aces! It's not a tournament -- it's just for fun -- so join us this year... Ace Race is a blast!

Format: Two rounds of 18 (or more at TD discretion), one throw per player per hole.

When: Check local schedule or your local TD.

Course Layout: Holes are generally between 180 and 250 feet (55 to 75 meters).

Player entry fee: \$25

Player Package: Two identical Ace Race prototype discs, one golf bag and one mini marker (or similar equivalent).

Sanctioning: None. Everyone is welcome to play.

Rules of play: Players are required to use the player package discs, and only these discs. If a disc is lost, the player has the option of using the second disc from the package. Only one throw per player per hole. Groups of up to eight are generally acceptable, depending on course, time of day and TD discretion. Each player should have their own scorecard and mark "A" for aces and "M" for holes on which they hit metal.

The player with the most aces after the second round is declared the winner. In case of ties, the number of metal hits is used as a tie breaker. If a tie persists, a closest to the pin contest is then held to determine the event winner.

See TD for any additional details.